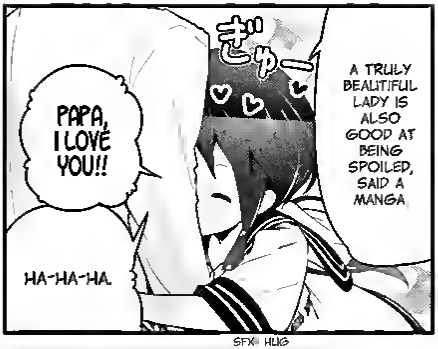
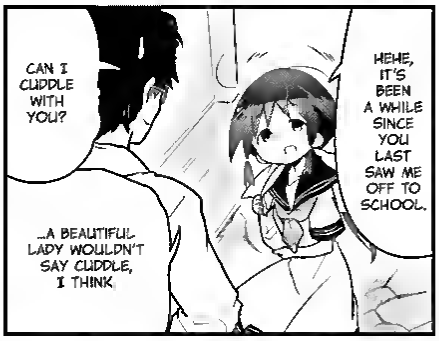
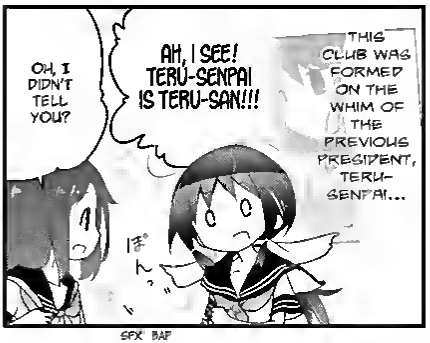


MOM IS ALSO IN THE KITCHEN

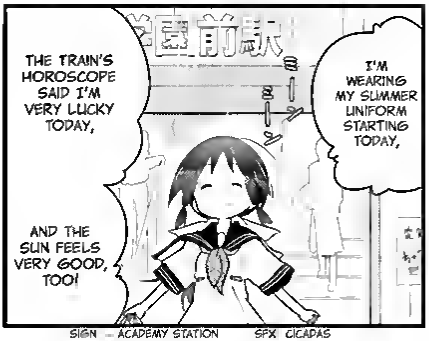


THE SENPAI WHO FORMED THE CLUB

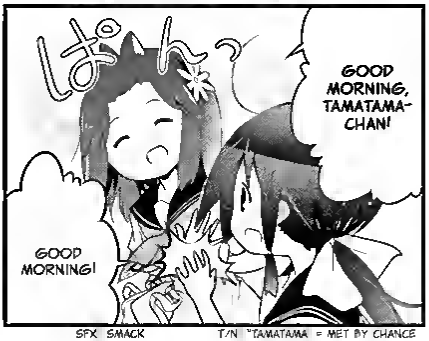

OH, I DIDN'T TELL YOU?
AH, I SEE! TERU-SENPAI IS TERU-SAN!!!
THIS CLUB WAS FORMED ON THE WHIM OF THE PREVIOUS PRESIDENT, TERU-SENPAI...
ぽん

SFX: BAP

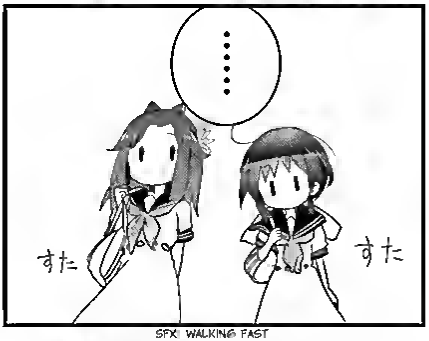
SECOND CONVERSATION


THE TRAIN'S HOROSCOPE SAID I'M VERY LUCKY TODAY,
AND THE SUN FEELS VERY GOOD, TOO!
I'M WEARING MY SUMMER UNIFORM STARTING TODAY,

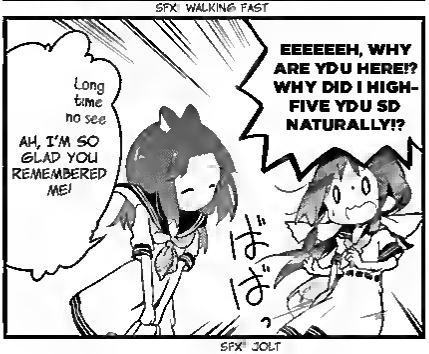
SIGN: ACADEMY STATION SFX: CICADAS



SFX: SMACK T/N: "TAMATAMA" = MET BY CHANCE

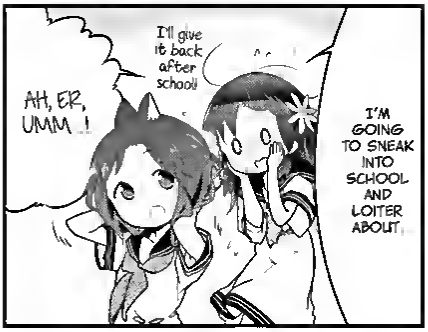


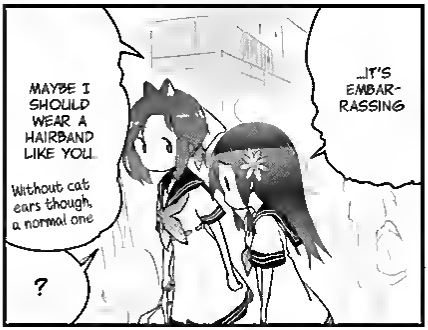
SFX: WALKING FAST



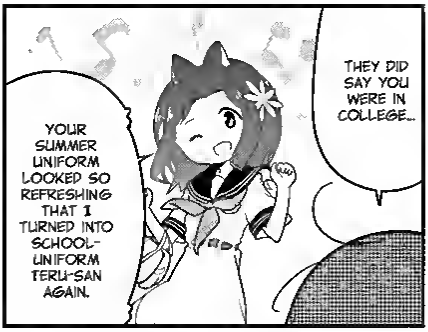
SFX: JOLT

RIDING ON SENPAI

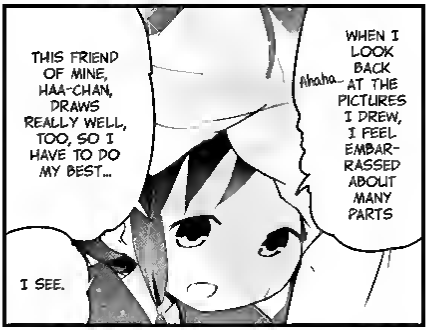


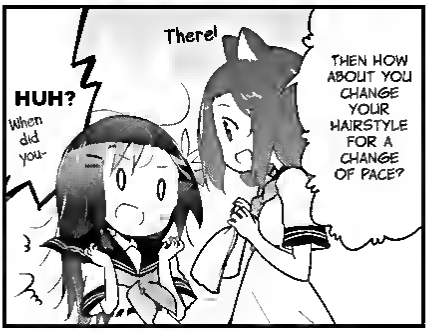


SENPAI ACTING ON A WHIM

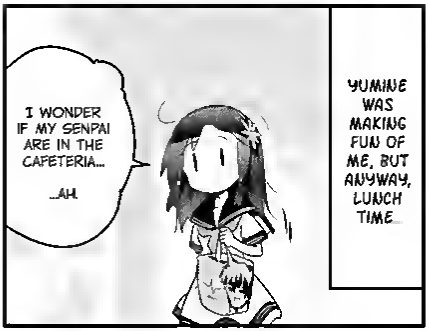

YOUR SUMMER UNIFORM LOOKED SO REFRESHING THAT I TURNED INTO SCHOOL-UNIFORM TERU-SAN AGAIN.
THEY DID SAY YOU WERE IN COLLEGE...

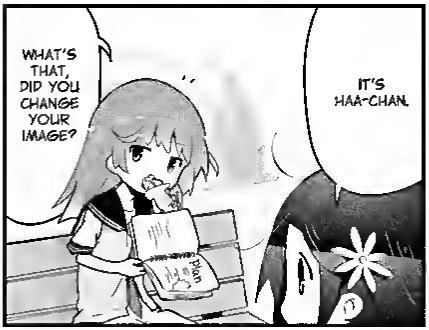
SFX: HUG

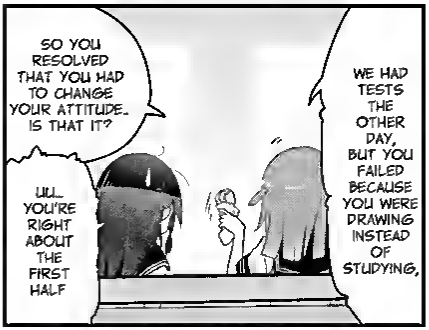

THIS FRIEND OF MINE, HAA-CHAN, DRAWS REALLY WELL, TOO, SO I HAVE TO DO MY BEST...
I SEE.
WHEN I LOOK BACK AT THE PICTURES I DREW, I FEEL EMBARRASSED ABOUT MANY PARTS
Ahaha...

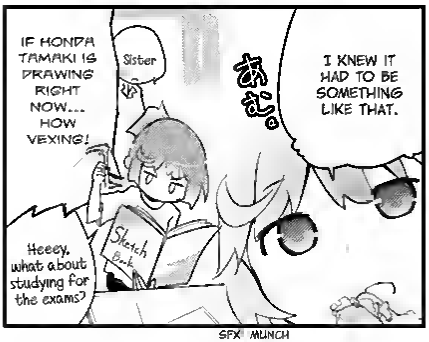


INTO THE SAME PITFALL



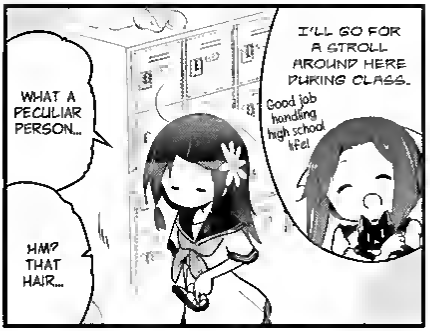


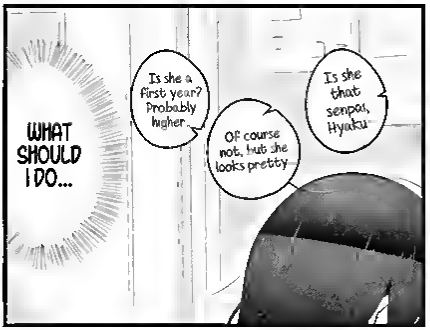

SO YOU RESOLVED THAT YOU HAD TO CHANGE YOUR ATTITUDE. IS THAT IT?
UH... YOU'RE RIGHT ABOUT THE FIRST HALF
WE HAD TESTS THE OTHER DAY, BUT YOU FAILED BECAUSE YOU WERE DRAWING INSTEAD OF STUDYING.


IF HONDA TAMAKI IS DRAWING RIGHT NOW... HOW VEXING!
Sister
Sketch Book
Heeey, what about studying for the exams?
I KNEW IT HAD TO BE SOMETHING LIKE THAT.
ぬぬぬ

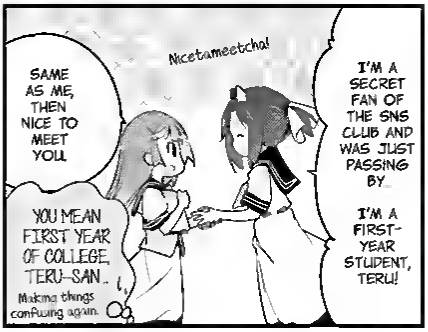
SFX: MUNCH

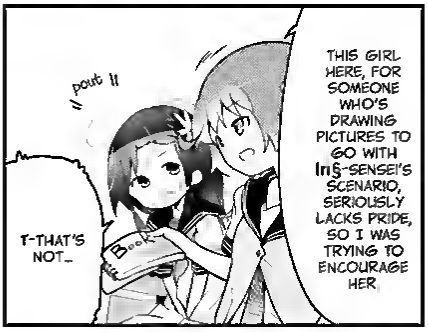
WANTS TO HEAR SHE'S PRETTY

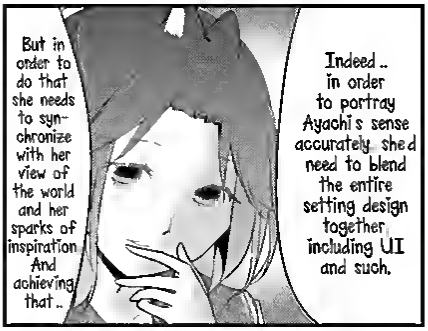


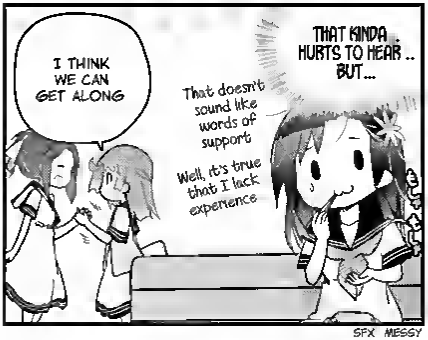


CARROT AND STICK SENPAI


Nicetameetcha!
SAME AS ME, THEN NICE TO MEET YOU.
I'M A SECRET FAN OF THE SNS CLUB AND WAS JUST PASSING BY.
YOU MEAN FIRST YEAR OF COLLEGE, TERU-SAN..
I'M A FIRST-YEAR STUDENT, TERU!
Makina things confusing again.

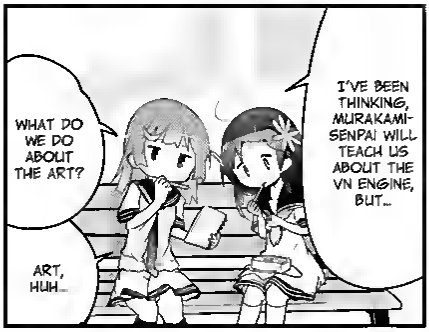

pout !!
T-THAT'S NOT..
Book
THIS GIRL HERE, FOR SOMEONE WHO'S DRAWING PICTURES TO GO WITH Iri5-SENSEI'S SCENARIO, SERIOUSLY LACKS PRIDE, SO I WAS TRYING TO ENCOURAGE HER

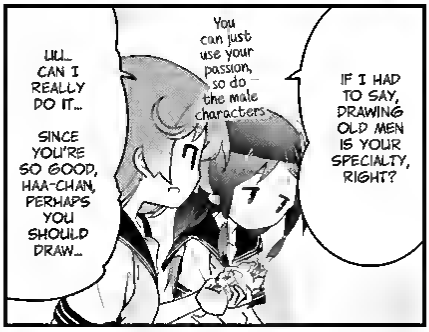

But in order to do that she needs to synchronize with her view of the world and her sparks of inspiration. And achieving that..
Indeed.. in order to portray Ayachi's sense accurately she'd need to blend the entire setting design together, including UI and such.

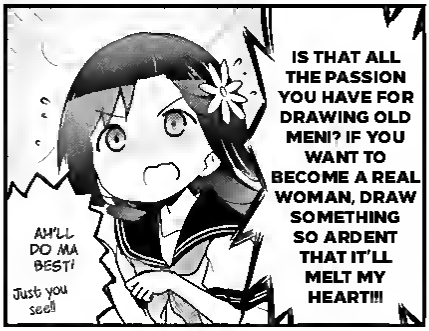

I THINK WE CAN GET ALONG
That doesn't sound like words of support
Well, it's true that I lack experience
THAT KINDA HURTS TO HEAR.. BUT...

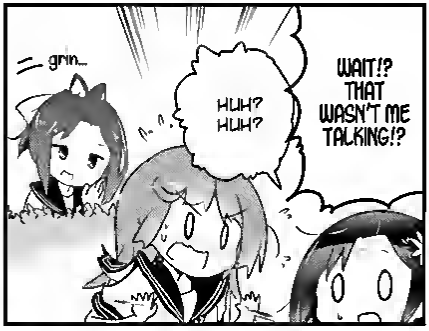
SFX MESSY

SENPAI OF MANY TALENTS

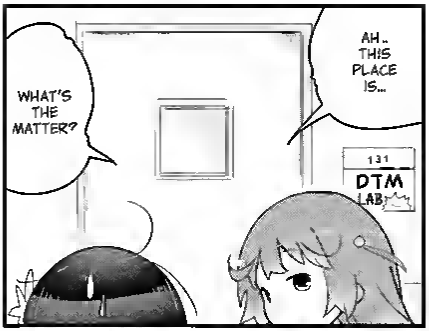


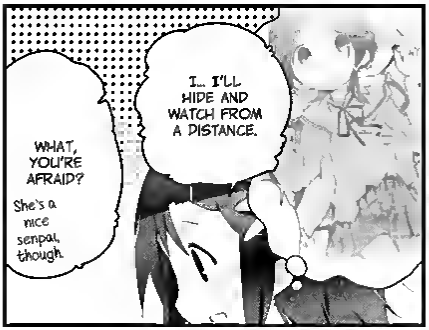

UU.. CAN I REALLY DO IT..
SINCE YOU'RE SO GOOD, HAA-CHAN, PERHAPS YOU SHOULD DRAW..
You can just use your passion, so do the male characters.
IF I HAD TO SAY, DRAWING OLD MEN IS YOUR SPECIALTY, RIGHT?

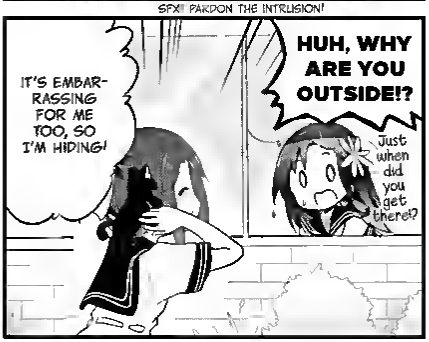

AH'LL DO MA BEST!
Just you see!!
IS THAT ALL THE PASSION YOU HAVE FOR DRAWING OLD MEN!? IF YOU WANT TO BECOME A REAL WOMAN, DRAW SOMETHING SO ARDENT THAT IT'LL MELT MY HEART!!!



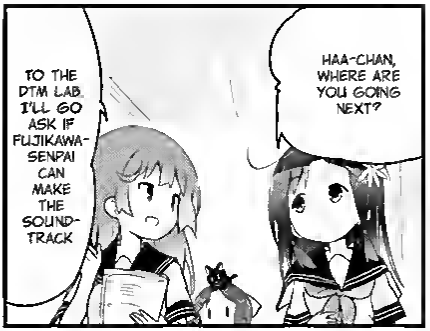
WARPING SENPAI

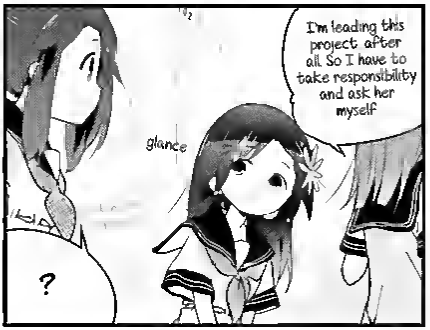


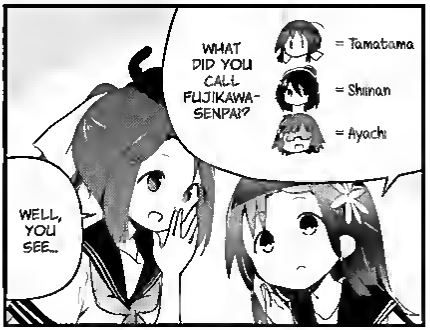




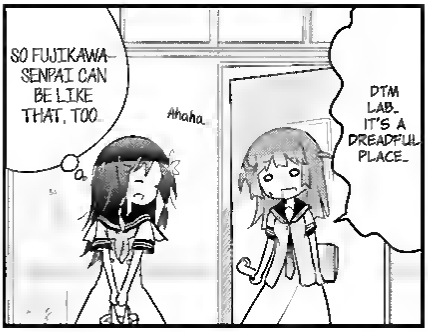
NICKNAME-GIVING SENPAI







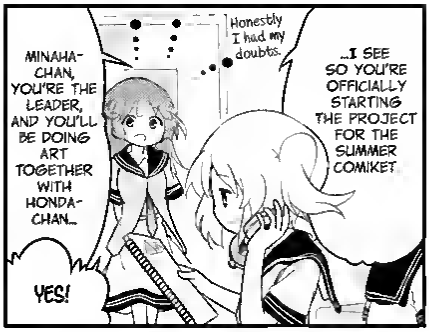
...NICKNAME

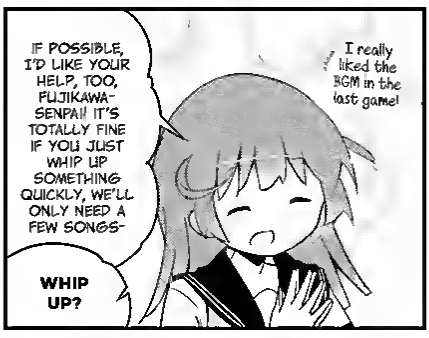


SFX: SMACK

SFX: SLIDING DOOR

MY WORKS ARE MY CHILDREN

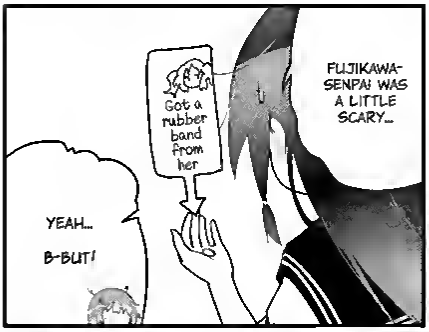

MINAHA-CHAN, YOU'RE THE LEADER, AND YOU'LL BE DOING ART TOGETHER WITH HONDA-CHAN...
Honestly I had my doubts.
..I SEE SO YOU'RE OFFICIALLY STARTING THE PROJECT FOR THE SUMMER COMIKET
YES!

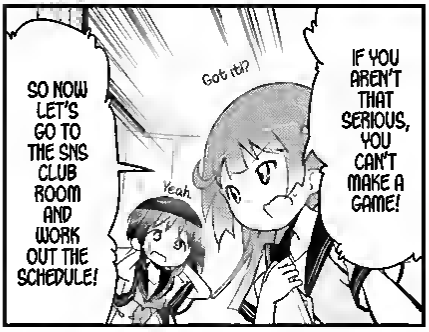

IF POSSIBLE, I'D LIKE YOUR HELP, TOO, FUJIKAWA-SENPAI! IT'S TOTALLY FINE IF YOU JUST WHIP UP SOMETHING QUICKLY, WE'LL ONLY NEED A FEW SONGS-
I really liked the BGM in the last game!
WHIP UP?

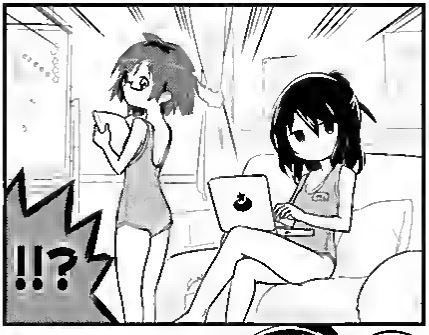
IF YOU DON'T UNDER-STAND THAT, YOU'LL HAVE TO FIND SOME STOCK MUSIC. ALL RIGHT?
I DON'T JUST GIVE BIRTH TO TRACKS. I WANT THE FACT THAT IT'S MY CREATION TO BE MEANINGFUL IN EVERY CHILD. AND ON THE CONTRARY, PRODUCING RANDOM WORKS SEEMS POINTLESS TO ME.

SFX: MENACING

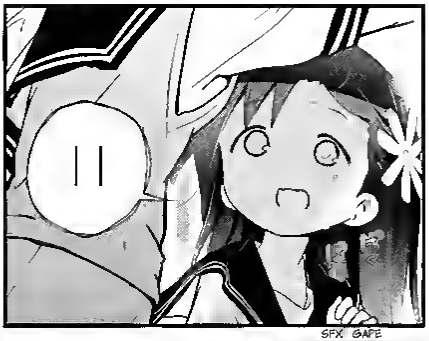
SINCE THE FRONT ILLUSTRATION AND THE END HAVE THEM



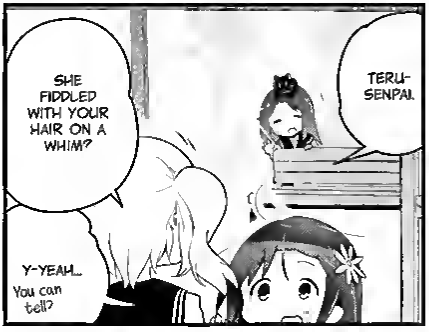




HOW SENPAI IS, HOW HONDA-CHAN IS



SFX: GAPE



SFX: SLIDE

Cat

Author: Shigna 20XX/07/03

I don t really like cats

I can't tell what they're thinking

Suddenly appearing

and

suddenly disappearing

Every time, every time.

But

"I d like to try living like that"

started to sometimes cross my mind...

so in short, you were late for class and got scolded, right?

Comment: Era | C...

Hehe Perhaps?

Comment: Shigna | Cu...

A game even a cat would understand?

20[illegible]/07/03

This may be very sudden, but today I'd like to write something relevant to a game development circle, for once

Dear readers, when you buy or download a game, do you read the instructions (or readme txt)?
I am ashamed to admit, but I start playing the game before checking out the instructions. So when I get stuck during gameplay, I finally take a look at the manual, find out about features I didn't know were there, and relearn the controls

These days, almost every game has an in-game tutorial. That is, the game explains its controls. So now, there are even games where the instructions are just a piece of paper instead of a book.
Compared to games from long ago, I can really feel how modern games kindly explain everything themselves

This is just my hypothesis, but I think that one of the reasons for this is the diversification of entertainment nowadays

These days, not only are there many kinds of console games, there are now browser games, mobile games, and many other kinds of games. That's why, if a player starts an "unfriendly" game without a tutorial at the beginning and keeps getting game overs because he doesn't understand the controls, what is most likely to happen is that he'll just think "this game is a pain" and switch to a different game. Reading the instructions is something of a hurdle

Back then, games on cartridges or compact discs were very expensive, costing 6000¥-7000¥ a copy.
That's why the players who bought them, even if they were frustrated at the beginning, would have most likely thought "I spent a lot of money, I should try a bit harder," read the instructions, researched strategies - they overcame these obstacles on their own and kept playing, I believe.

To avoid any misunderstandings, I'm not saying one way is better than the other, it's just my reflections on how this is the trend in making video games these days.

What I'm saying is, nowadays, tutorials are important
So game creators face a challenge - how to integrate a tutorial in a natural way, so that the players won't find the game bothersome

...this ended up being long, so I'll stop here for now →Continued in this post (chapter 21)

So in short, you're saying that you're bad at swimming because the tutorial was incomplete?

Comment | Link | Comment number 1

Perhaps...? (・ω・)

Comment | Link | Comment number